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DOCTOR WHO BATTLES IN TIME

8



THE OOD

SLAVES OF THE BEAST!

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GAMEPLAY TARDIS

STEP 1

PLAYER 1 VS PLAYER 2



Massive ratings don't matter in this game – it's all about playing high card numbers and the different decks.

You could play this with more than two people.

Take one person's cards and remove all the bonuses and any duplicates. You need a good mix and at least 30 cards.

Shuffle the cards well then deal 7 cards to each player and put the rest face down. Turn over the top card and look at the deck – this is the Power Deck. In this game Alien cards are the Power Deck.

The Power Deck beats cards from all other decks, even if they have a higher number.



TRICKS!



STEP 2

CARD NUMBER 196

MONSTER DECK!

PLAYER 1

PLAYER 2





USE POWER DECK CARD – 21 ALIEN – TO WIN!

Player 1 decides which card to play. He should play high numbers first for the biggest chance to win, but remember – Power Cards always beat other decks.

Player 2 must now play a card with the same deck – in this case Monster. If the card number is higher he wins, but if it's lower player 1 wins.

If player 2 doesn't have any cards with the same deck he can either play a Power Card to steal the hand or 'throw away' a low-numbered card from a different deck.



NONE OF THESE CARDS ARE THE RIGHT DECK

TOP TIP!

Play high-numbered Power Deck cards for the greatest chance to win.

STEP 3

PLAYER 1

PLAYER 2





3 TRICKS LOSER!

4 TRICKS WINNER!

The winner of that round takes the 'trick' (the two cards) as his winnings and then plays the first card in the next round.

Play continues until each player has no cards left.

Whoever has won the most tricks by the end of the game is the ultimate winner.

DECK DOCTOR

Now it's time to take a look at some of the bravest and best characters. These good guys made the world a safer place, sometimes by sacrificing their own lives...



TOP 10 HEROES

Here is a guide to some of the best Hero cards to look out for. The cards all have different strengths (and weaknesses!) that you need to bear in mind so you can play them to the best effect. Remember – some cards are better suited to a particular game, while others are harder to win with.

SPOT THE DIFFERENCE?

Can you spot 6 differences between these two cards?

1.
2.
3.
4.
5.
6.









3 **Special Abilities is the strongest category**

SPECIALS ZONE



Also look out for the Diseased Woman

Have you found one of the two super-rare cards with a special texture? One is the Diseased Man – dare you touch his face?!

8 **Be careful – not a good card for Agility**



10 **Play this card for unbeatable Intelligence!**







9 **Agility and Stamina are her best categories**

CARD CLASH

KRILLITANE V

MONSTER PROFILE

HEIGHT	1.85m
LIFE FORM	KRILLITANE
TEAMWORK	HIGH
PLANET	KRILLIA

WHO IS HE? A hideous bat-like creature that came to Earth with 12 others. They took over a school in order to harness the children's imaginations and crack the Skasas Paradigm to become gods.

WHAT'S HE LIKE? Fairly scary! His gaunt features were made even more terrifying by his sharp teeth and ability to run along walls aided by his vast wings.

WHAT'S HE GOOD AT? Disguising himself as a human and infiltrating a school to use children's brains. He wasn't too bad at sleeping upside down or flying either!



HAVE YOU GOT ALL THE OTHER KRILLITANE CARDS YET?

KRILLITANE WINS ON
AGILITY:
8000 vs 7400
STAMINA:
8100 vs 6800
SPECIAL ABILITIES:
8400 vs 6700
FEAR FACTOR:
8700 vs 8300

TOTAL 4/5



KRILLITANE

CYBERMAN

CYBERMAN PROFILE

HEIGHT	1.98m
LIFE FORM	CYBER/HUMAN
TEAMWORK	ADVANCED
PLANET	PARALLEL EARTH

WHO IS HE? One of an army of people who had their brains encased in a metal shell. These metal men were relentless in their attacks, and stopped at nothing to 'upgrade' all humans.

WHAT'S HE LIKE? Cold, callous and strong. The Cybermen's full power comes from their sheer numbers. Even the sight of them marching leaves people quaking.

WHAT'S HE GOOD AT? Killing! A particularly gruesome method was sending thousands of volts of electricity pulsating through a victim's body.



CYBERMAN WINS ON INTELLIGENCE:
7200 vs 7100

TOTAL 1/5

WINS!





CAN YOU BUILD AN ARMY OF CYBERMEN?

FAQ EPISODE 7

THE LONG GAME

The Doctor and Rose come face-to-face with the Jagrafess and realise that it must be destroyed...

Q Which episode is this?
The one when the Doctor lands on a space-station called Satellite 5 where the Jagrafess is in charge. He had been controlling Earth's news broadcasts, preventing humankind from developing any further for 90 years.

Q So what was that huge blobby thing hanging from the ceiling?
He was the sharp-toothed, salivating alien, whose full name was The Mighty Jagrafess of the Holy Hadrojassic Maxarodenfoe. His evil assistant, the Editor, called him Max for short.

Q And why was Satellite 5 so warm?
The Jagrafess needed to keep cool to stay alive so the Satellite 5 air-conditioning system was directed at him. Floor 500, where he lived, had ice and snow everywhere, but all the floors below were boiling hot.

Q What were those strange implants people on the satellite had?
Those are info-spikes!

Q So, what's this info-spiking thing all about then?
The info-spikes turned human brains into computers that could channel all of history, making all the employees into a big, networked computer hub.

> **"Nothing happens, in the whole Human Empire, without it going through us."**



OUCH!!!

Q That looks painful. What's going on there?
Strangely it doesn't hurt, but the Editor reversed Adam's info-spike and found out who the Doctor was.

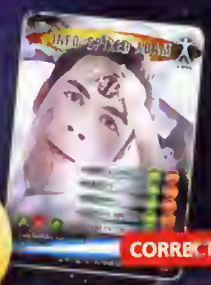
DEFEAT THE JAGRAFESS!

To save the world you must rid Satellite 5 of the evil Jagrafess and his zombies.

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.





START

From the TARDIS you and Rose run for the lifts.

If your green Intelligence is higher than the red you get the code correct.

CORRECT

WRONG

The lift automatically takes you up to floor 500. It is getting cold...

Is your red Stamina higher than 2000?

NO

YES



You get back in the lift and it takes you down to medical floor 16.

Is your card odd or even?

NOT HUMAN

NO

You are trying lift code combinations. The Editor sees you on his screen.

If you have a human card you are unlucky.

EVEN

ODD

You survive the cold temperature. But can you cope with the frozen dead bodies?

Is your card a Hero?

HUMAN

YES

The Editor can see you being info-spiked.

If your card number is higher than 140 you make a dash for it before the zombies arrive.

LOWER

HIGHER

The zombies spot you outside the lift and proceed to chase you through Satellite 5.

Check your red Agility. Is it over or under 5000?

You find the control room, the Editor, and the mighty Jagrafess.

If your red Fear Factor is higher than 6000 you avoid the zombies' clutches.

OVER 5000

You make headway from the zombies and find a hiding space.

If your green Special Abilities score is higher than 4000 they cannot find you.

UNDER 6000

OVER 6000

HIGHER

LOWER

UNDER 5000

NOT RED



The zombies have you trapped.

But if you have a red symbol on your card you can escape from them using the sonic screwdriver.

RED

YOU WIN!

Congratulations!

You have kept the Editor and zombies busy. The cold air supply has been successfully cut off and the Jagrafess is slowly dying.


OOD QUIZ
Think you know your Ood?!
Q1. Who did the Ood serve on the Sanctuary Base?
a) The Daleks
b) The Cybermen
c) Humans
Q2. Which creature took over the Ood's bodies and voices?
a) Abzorbaloff
b) The Beast
c) The Jagrafess
Q3. How did the Ood communicate with each other?
a) Telepathy
b) Email
c) Mobile phone
Q4. What job did the Ood NOT do on the base?
a) Working in the canteen
b) Drilling into the planet
c) Hairdressing
Q5. What did the Ood chase Rose and the crew through?
a) An Asda car park
b) A ventilation shaft
c) An elevator shaft
Q6. How did the Ood die?
a) From old age
b) Sucked into a black hole
c) Death by tickling
DANGER
GET OUT OF HERE! THE OOD ARE COMING!

5 WAYS TO OVERCOME THE OOD!

1. The ideal approach is Strategy Nine – opening the airlocks to throw the Ood out into the vacuum of space. But this needs 100 per cent power, which the base doesn't have.

2. Machine guns can kill some of them, but that means you need a good supply of ammunition – something the Sanctuary Base crew just didn't have enough of.

3. Computer viruses could stop the Ood, but they're only practical if you have such viruses on board...

4. Trap them in a sealed room and flee! But this won't work for very long as they are easily able to break out of the most secure areas.

5. Flip the control monitor and broadcast a flare to disrupt the Ood's telepathy. It will create a brain storm, which will knock them out in a flash!



SLAVE RACE

The Ood are a race of slave life-for
The crew believed the Ood would
orders. As a result they did the hu
as livestock and catalogued by re



POSSESSION





The Ood's telepathic link meant they were perfect workers. But when the Beast passed from Toby's brain to the Ood, they became the perfect killing team, calling themselves the 'Legion of the Beast'.



s used by humans in the distant future.
ne away and die if they weren't given
nans' dirty work. They were referred to
erence number as if they were machines.

08 THE

INTERFACE DEVICE

All Ood carry an orb connected to a tube emerging from their tentacles. This interface device glows when the Ood speaks. Unfortunately it is prone to electromagnetic interference, which can affect speech systems or turn the device into a weapon that pulses electromagnetic waves through a victim.



OOD

SLAVES OF THE BEAST!

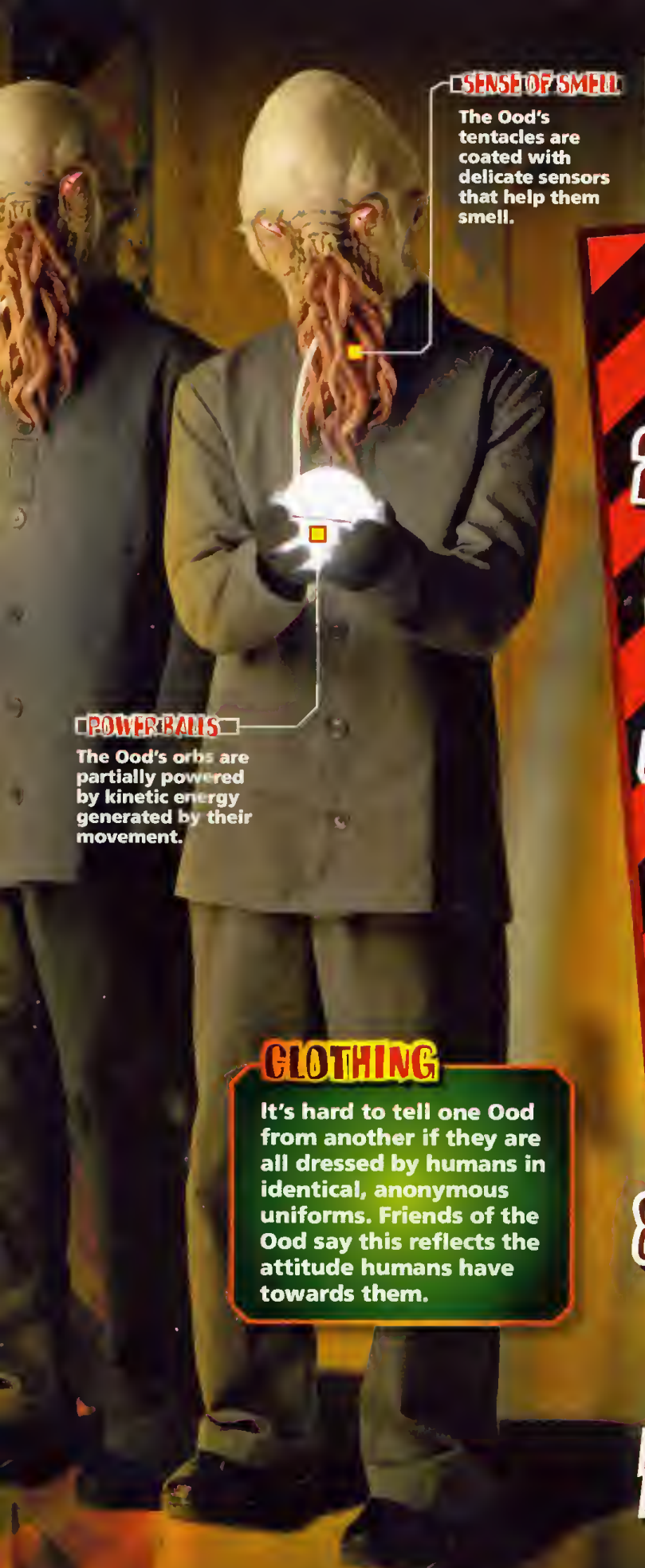
TENTACLES

Some scientists believe the squid-like tentacles suggest the Ood may have originally lived underwater, but evolved to have a more humanoid body.

FACE

The Ood are an albino race, with pale skin and pink eyes, which then glowed red when they were possessed by the Beast.





SENSE OF SMELL

The Ood's tentacles are coated with delicate sensors that help them smell.

POWER BALLS

The Ood's orbs are partially powered by kinetic energy generated by their movement.

CLOTHING

It's hard to tell one Ood from another if they are all dressed by humans in identical, anonymous uniforms. Friends of the Ood say this reflects the attitude humans have towards them.

TOP 10 OOD FACTS

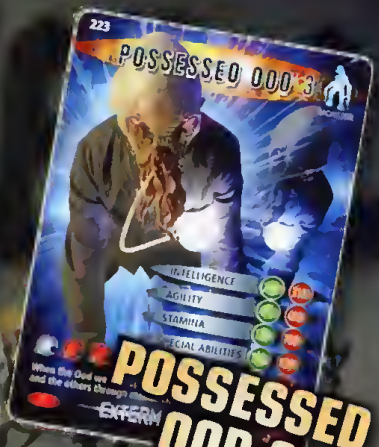
1. The Ood are said to have originally come from a planet in the Horsehead Nebula.
2. They used to be brilliantly clever – apparently they shared a huge Hive Mind.
3. It has been alleged that humans accidentally killed the Hive, which left the Ood disconnected. But this may be Friends of the Ood propaganda...
4. Friends of the Ood was a charity that campaigned to have the Ood released from slavery.
5. The base computer didn't recognise the Ood as proper life-forms.
6. The Ood are surprisingly speedy on all fours.
7. There were 50 Ood stationed on Krop Tor – the planet on the edge of a black hole.
8. The Ood are known to possess astonishing cookery skills.
9. The Ood in the Sanctuary Base on Krop Tor didn't have names, they were just identified by numbers and letters.
10. The Ood are so versatile they can complete any given task with ease.

OOD DECK

The Battles in Time collection is packed with Ood cards. Here are a few to look out for!



OOD GROUP



POSSESSED OOD 3



POSSESSED OOD 2



BASIC:0

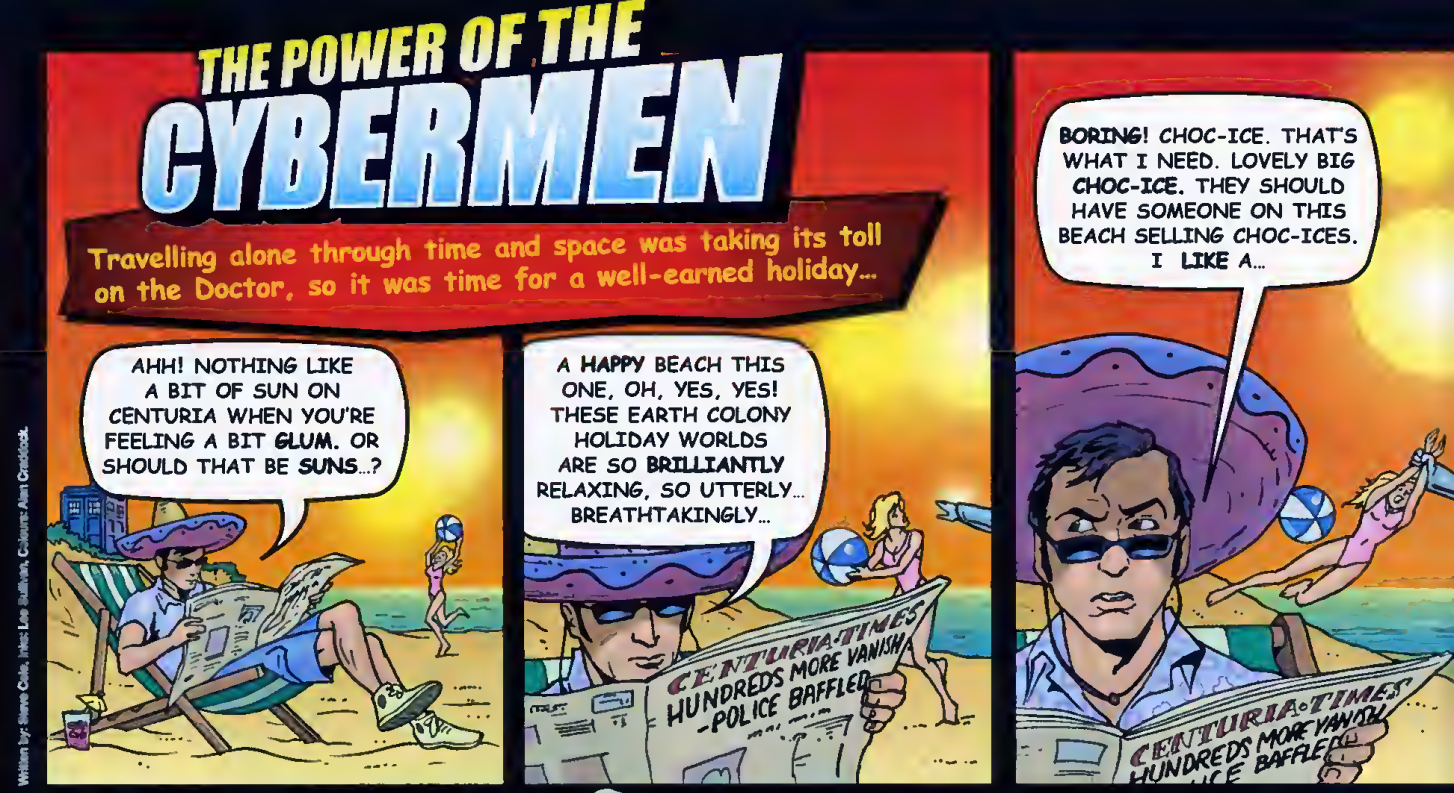
DO NOT OPEN!

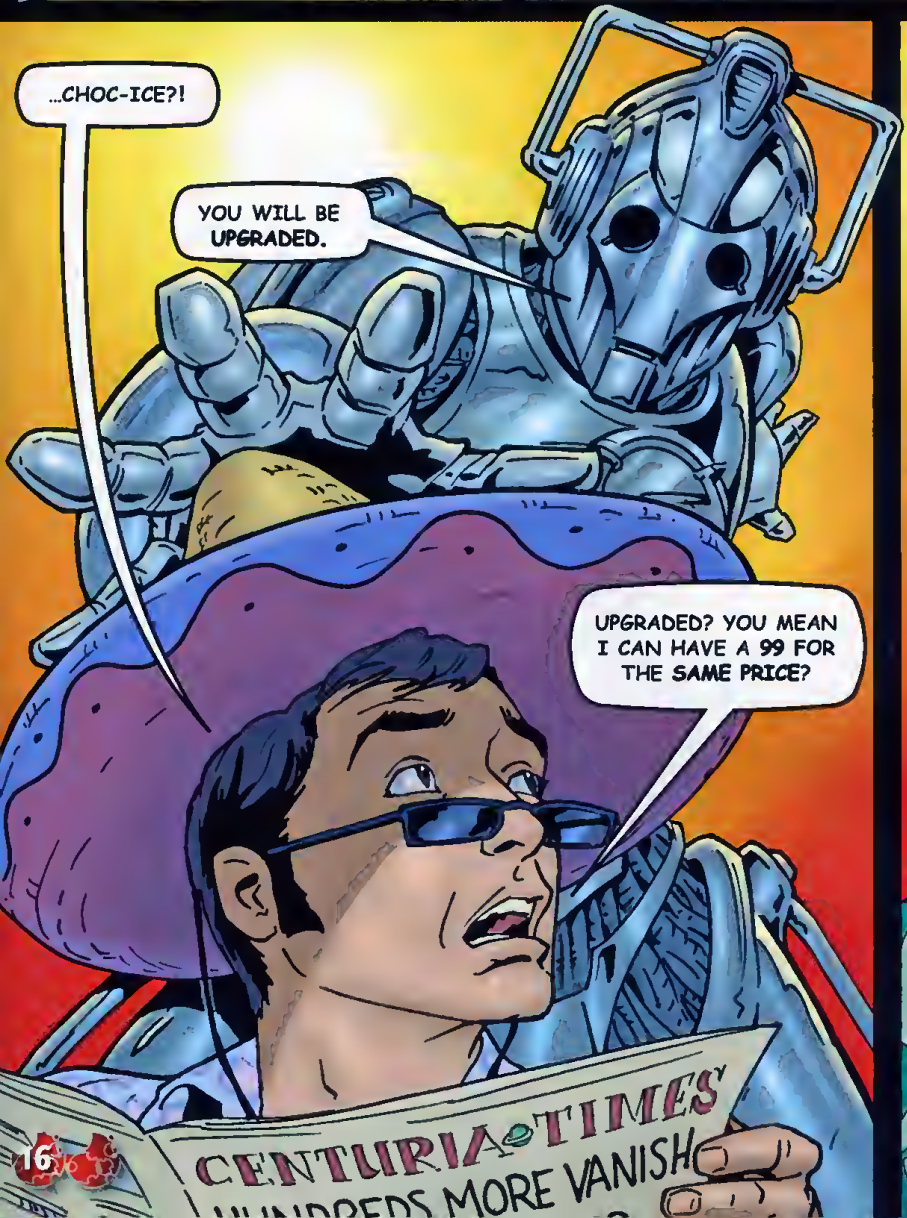
TURN TO PAGE 23 FOR THE ANSWERS OR THE BEAST WILL GET YOU

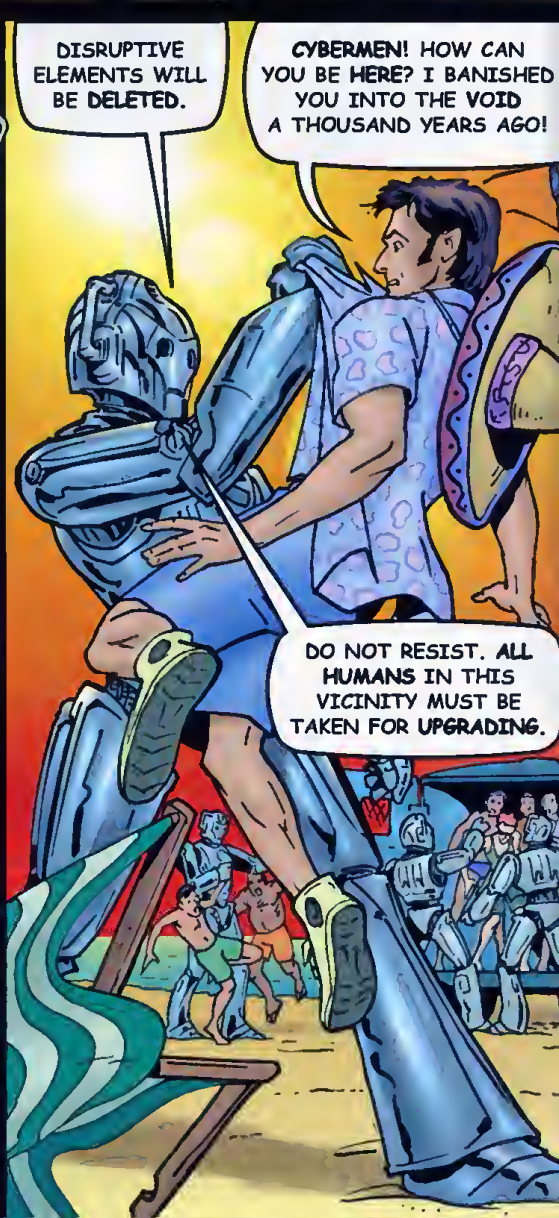
THE POWER OF THE CYBERMEN

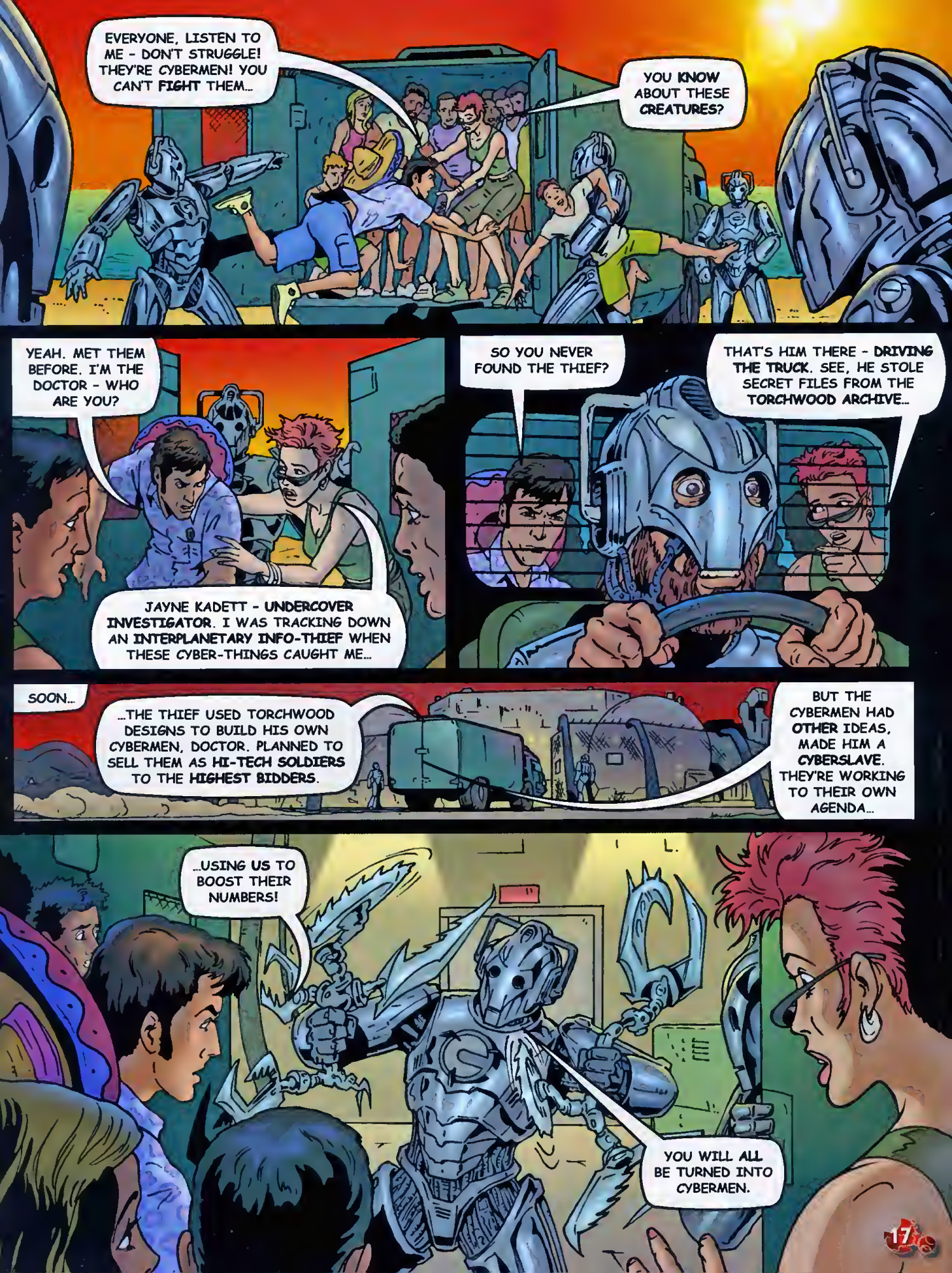
Travelling alone through time and space was taking its toll on the Doctor, so it was time for a well-earned holiday...

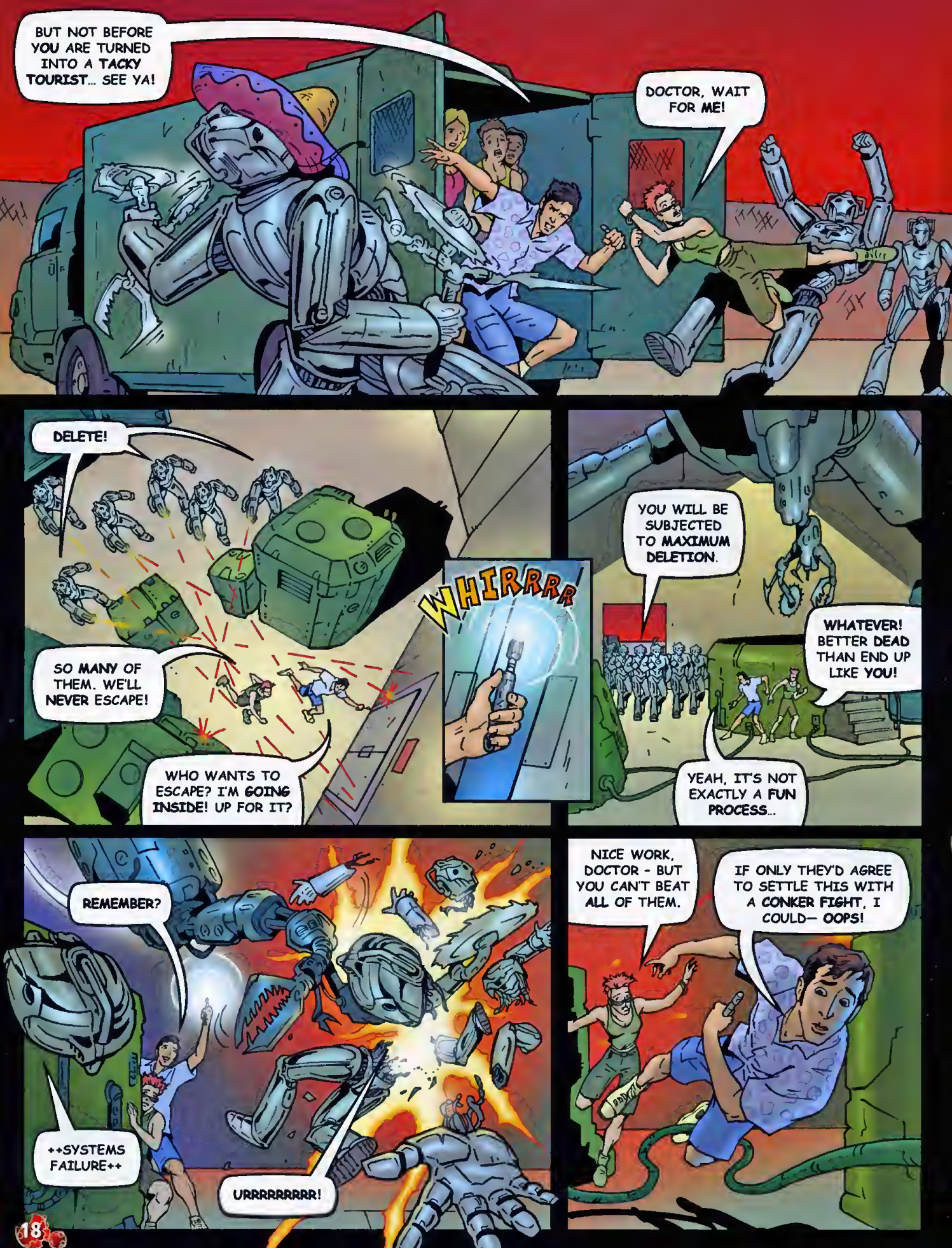
Written by: Steve Cole. Inks: Lee Sullivan. Colours: Alan Craddock.








EVERYONE, LISTEN TO ME - DON'T STRUGGLE! THEY'RE CYBERMEN! YOU CAN'T FIGHT THEM...
YOU KNOW ABOUT THESE CREATURES?
YEAH. MET THEM BEFORE. I'M THE DOCTOR - WHO ARE YOU?
JAYNE KADETT - UNDERCOVER INVESTIGATOR. I WAS TRACKING DOWN AN INTERPLANETARY INFO-THIEF WHEN THESE CYBER-THINGS CAUGHT ME...
SO YOU NEVER FOUND THE THIEF?
THAT'S HIM THERE - DRIVING THE TRUCK. SEE, HE STOLE SECRET FILES FROM THE TORCHWOOD ARCHIVE...
SOON...
...THE THIEF USED TORCHWOOD DESIGNS TO BUILD HIS OWN CYBERMEN, DOCTOR. PLANNED TO SELL THEM AS HI-TECH SOLDIERS TO THE HIGHEST BIDDERS.
BUT THE CYBERMEN HAD OTHER IDEAS, MADE HIM A CYBERSLAVE. THEY'RE WORKING TO THEIR OWN AGENDA...
...USING US TO BOOST THEIR NUMBERS!
YOU WILL ALL BE TURNED INTO CYBERMEN.


BUT NOT BEFORE YOU ARE TURNED INTO A TACKY TOURIST... SEE YA!
DOCTOR, WAIT FOR ME!
DELETE!
SO MANY OF THEM. WE'LL NEVER ESCAPE!
WHO WANTS TO ESCAPE? I'M GOING INSIDE! UP FOR IT?
WHIRRRR
YOU WILL BE SUBJECTED TO MAXIMUM DELETION.
WHATEVER! BETTER DEAD THAN END UP LIKE YOU!
YEAH, IT'S NOT EXACTLY A FUN PROCESS...
REMEMBER?
++SYSTEMS FAILURE++
URRRRRRRRR!
NICE WORK, DOCTOR - BUT YOU CAN'T BEAT ALL OF THEM.
IF ONLY THEY'D AGREE TO SETTLE THIS WITH A CONKER FIGHT, I COULD— OOPS!


ENERGY LEAD. CAN WE UNPLUG IT?
BETTER THAN THAT! LOOKS LIKE YOUR INFO-THIEF WAS NICKING HIS POWER SUPPLY TOO - TAPPING INTO THE LOCAL NUCLEAR GRID!
SO IF YOU BLOW THE RESTRAINT CIRCUITS - LET ALL THAT POWER SURGE THROUGH THE SYSTEMS...
NAUGHTY KADETT! YOU MEAN, LIKE THIS?
DELETE — URRRRRRRRRR!
ONLY TROUBLE IS, NOW EVERY SYSTEM IN THE FACTORY'S GONNA OVERLOAD!
D'YOU RECKON? P'RAPS WE'D BETTER NIP OUTSIDE, IN CASE THERE'S AN —
— EXPLOSION...
ATTENTION MAIN UNIT... PROCESSING FACTORY ZERO-ONE DESTROYED... ALL UNITS DELETED... ACK — ACK — ACKNOWLEDGE.
ACKNOWLEDGED. TERMINATING VOICE LINK.
SO - THESE WEREN'T THE ONLY CYBERMEN. THEY MAY HAVE INFESTED THE WHOLE PLANET.
THEN WE'VE SAVED A TRUCK-FULL OF PEOPLE... BUT MILLIONS MORE ARE STILL IN DANGER.
WE'VE GOT TO HUNT DOWN EVERY CYBERMAN ON CENTURIA, KADETT. WHATEVER EVIL THEY'RE UP TO - WE'LL STOP IT!
TO BE CONTINUED!!!

BEHIND THE SCENES



DID YOU KNOW!

Even though these scenes were set in London, they were actually filmed in Wales.

He's got a fiery temper!

FLAME-THROWING SANTAS

The first Christmas episode was an explosive mix of aliens and festivity so they needed special crew members to make things go off with a bang...

With so many explosions and fire, this episode demanded careful planning. The crew needed to achieve the right effects, but with no injuries, because even special effects can burn.

The machine gun trumpet contained six custom-made fireworks. Each one gave a 50 cm-long flash, a bang and a puff of smoke.

The Tuba was filled with black powder for noise and smoke, a special chemical compound called nitro cellulose to create an orange flame and iron filings to make golden, fizzing sparks.

The flame-throwing trombone produced a three-metre-long flame which burned at up to 600 degrees centigrade – six times hotter than boiling water – but this was too dangerous, so they made it safer.

All the Santa costumes were then packed with hidden wires so the explosions could all be fired by remote control.

Musical madness!

IN THE SHOW

In 'The Christmas Invasion' the Pilot Fish disguise themselves as Santas and cause widespread panic when their musical instruments turn out to be weapons.



Re-light my fire!



The special effects technicians take care lighting the trombone.

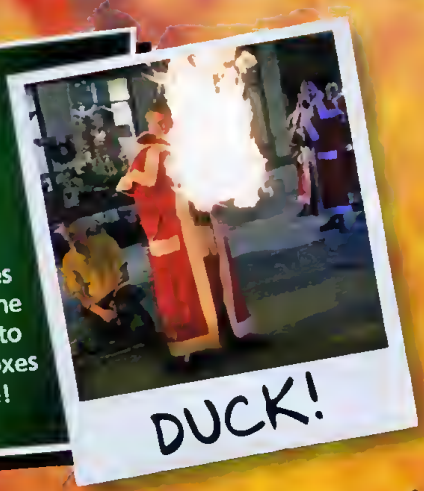
DANGER!

All these effects were made by people with years of training. You should never play with fire or explosions.

HOT STUFF!

Filming explosions is no easy job and it's important for the crew and cast to keep their cool. They obviously couldn't have Santa going up in smoke, so all the costumes were sprayed with Flambar, a fire retardant liquid that helps prevent material from burning. Even his beard got a good soaking!

The special effects guys themselves have a hotter time of it, having to hide all the wires, and sometimes even themselves – one of the specially-trained crew had to hide under a pile of old boxes in the middle of one scene!



THE CYBER CONTROLLER'S

BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

OOD ATTACK!

The Ood are advancing and the only way to stop them is to disable their orbs. Can you find your way to the centre to switch it off and save the crew?



SONIC SHUFFLE

Use your observation skills and see if you can spot which card doesn't come from 'The Impossible Planet' or 'The Satan Pit' episodes...



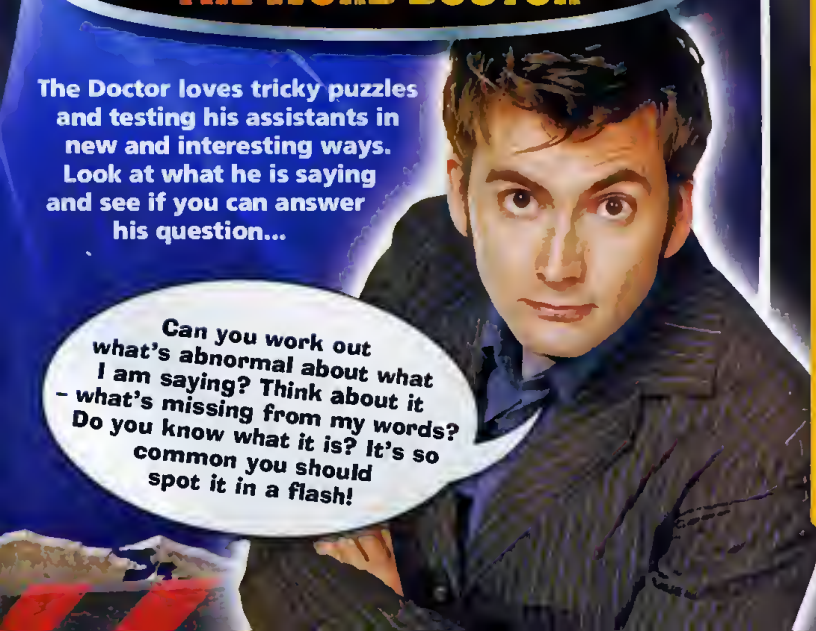
OOD ONE OUT!

They may all look the same, but there are slight differences between some Ood. Have a look at these pictures and see if you can work out which one doesn't belong in each set.



THE WORD DOCTOR

The Doctor loves tricky puzzles and testing his assistants in new and interesting ways. Look at what he is saying and see if you can answer his question...



COMING IN ISSUE 9...



PUZZLE ANSWERS

SPOT THE DIFFERENCE



ODD ATTACK!



THE ODD QUIZ

Q1. c) Humans
Q2. b) The Beast
Q3. a) Telepathy
Q4. c) Hairdressing
Q5. b) A ventilation shaft
Q6. b) Sucked into a black hole

SONIC SHUFFLE



ODD ONE OUT

1. B
2. C
3. A

THE WORD DOCTOR

The letter E is missing. It's the most common letter in the English language, but it's not in any of the Doctor's words.

WHICH DALEK ARE YOU?

Put those little grey cells to work on this quiz to find out which Dalek you are most like...



0 8>
9 771750 351018

1 When your teacher tells you what to do, what is your reaction?

- a Ignore the teacher and do what you want
- b Complain you are too weak to do anything
- c Give orders back
- d Do as you're told

2 Which position do you prefer to play in a football team?

- a Wherever I'm told to play!
- b Referee, so I can tell people what to do
- c Attacking striker
- d In goal, so I don't have to move far

3 In art lessons do you create masterpieces or a bit of a mess?

- a I feel held back and can't express myself
- b I'm good at copying what others do
- c I could create a whole new world!
- d I'm a design genius!

4 Which set of words best describes what you are like?

- a Bossy, shouty and controlling
- b Independent, intelligent and ingenious
- c Loyal, obedient and organised
- d Frustrated, lonely and angry

5 What do you want to do when you have left school?

- a To be an evil dictator
- b To be a henchman for an evil dictator
- c To regain your former strength
- d To join the SAS

6 When offered a crisp by a friend would you?

- a Be too slow to get a crisp
- b Only take the one crisp you were offered
- c Devise a way to make your own crisps
- d Demand the whole packet

HOW DID YOU SCORE?

SCORE SHEET

1. a) 4 b) 1 c) 3 d) 2
2. a) 2 b) 3 c) 4 d) 1
3. a) 1 b) 2 c) 3 d) 4
4. a) 3 b) 4 c) 2 d) 1
5. a) 3 b) 2 c) 1 d) 4
6. a) 1 b) 2 c) 4 d) 3



6-9 Damaged Dalek

You are a caged animal just waiting for a chance to attack again.



10-15 Dalek

You will do anything to help the Dalek Emperor and his evil plans.



16-20 Emperor Dalek

You are a control freak hell-bent on control of everyone in the Universe.



21-24 Dalek Sec

You are a killing machine and work beyond the powers of the Emperor.

199

FIXED K-9



INTELLIGENCE	7800
AGILITY	4900
STAMINA	3900
SPECIAL ABILITIES	6000
FEAR FACTOR	5500

K-9 had laid rusting in Sareh Jane's car for years, but it didn't take the Doctor long to get him back to full working order.

EXTERMINATOR

082

SATELLITE 5



Place the Psychic Paper over this card to reveal the bonus.

EXTERMINATOR 82/275

052

DAMAGED DALEK



INTELLIGENCE	8400
AGILITY	4100
STAMINA	5600
SPECIAL ABILITIES	7300
FEAR FACTOR	8200

Escaped from its chains by absorbing Rose's DNA, but it was still weak and couldn't use its weapons.

EXTERMINATOR

118

INDRA GANESH



INTELLIGENCE	8000
AGILITY	3900
STAMINA	2500
SPECIAL ABILITIES	800
FEAR FACTOR	600

This unfortunate Downing Street employee was a victim of the mean Slitheen when they tried to take over the World.

EXTERMINATOR

053

JAGRAFESS

OF THE HOLY HADROJASSIC MAXARODENFOE



INTELLIGENCE	6600
AGILITY	800
STAMINA	8300
SPECIAL ABILITIES	4600
FEAR FACTOR	8900

The Daleks installed the Jagrafess on Floor 500 of Satellite Five. As Editor-in-Chief he controlled all of Earth's news.

EXTERMINATOR

216

DALEK THAY



INTELLIGENCE	8400
AGILITY	6900
STAMINA	7500
SPECIAL ABILITIES	8200
FEAR FACTOR	8100

One of the four Daleks who arrived through the Sphere at the Torchwood Institute with the mysterious Genesis Ark.

EXTERMINATOR 216/275

210

MUSICAL WEAPON



All your opponent's RED RATINGS are reduced by 2000.

Dressed as a festive Santa Claus brass band the Pilot Fish instruments were far more deadly than they seemed...

EXTERMINATOR 210/275

143

THE WIRE



INTELLIGENCE	5300
AGILITY	8100
STAMINA	6800
SPECIAL ABILITIES	6300
FEAR FACTOR	6400

Searching for a physical body on Earth, The Wire feasted on the electrical activity in television viewers' brains.

EXTERMINATOR

232

DANNY BARTOCK



INTELLIGENCE	5900
AGILITY	6100
STAMINA	5400
SPECIAL ABILITIES	2200
FEAR FACTOR	800

The Ethics Committee on the Torchwood Archive mission was in charge of the Ood sleeve race until they became possessed.

EXTERMINATOR


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DOCTOR WHO
BATTLES
IN TIME
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08 THE OOD

SLAVES OF THE BEAST!

5 WAYS TO OVERCOME THE OOD!

1. The ideal approach is Strategy Nine – opening the airlocks to throw the Ood out into the vacuum of space. But this needs 100 per cent power, which the base doesn't have.
2. Machine guns can kill some of them, but that means you need a good supply of ammunition – something the Sanctuary Base crew just didn't have enough of.
3. Computer viruses could stop the Ood, but they're only practical if you have such viruses on board...
4. Trap them in a sealed room and flee! But this won't work for very long as they are easily able to break out of the most secure areas.
5. Flip the control monitor and broadcast a flare to disrupt the Ood's telepathy. It will create a brain storm, which will knock them out in a flash!

SLAVE RACE

The Ood are a race of slave life-forms used by humans in the distant future. The crew believed the Ood would pine away and die if they weren't given orders. As a result they did the humans' dirty work. They were referred to as livestock and catalogued by reference number as if they were machines.

INTERFACE DEVICE

All Ood carry an orb connected to a tube emerging from their tentacles. This interface device glows when the Ood speaks. Unfortunately it is prone to electromagnetic interference, which can affect speech systems or turn the device into a weapon that pulses electromagnetic waves through a victim.

POSSESSION

The Ood's telepathic link meant they were perfect workers. But when the Beast passed from Toby's brain to the Ood, they became the perfect killing team, calling themselves the 'Legion of the Beast'.

TENTACLES

Some scientists believe the squid-like tentacles suggest the Ood may have originally lived underwater, but evolved to have a more humanoid body.

FACE

The Ood are an albino race, with pale skin and pink eyes, which then glowed red when they were possessed by the Beast.

SENSE OF SMELL

The Ood's tentacles are coated with delicate sensors that help them smell.

POWER CELLS

The Ood's orbs are partially powered by kinetic energy generated by their movement.

CLOTHING

It's hard to tell one Ood from another if they are all dressed by humans in identical, anonymous uniforms. Friends of the Ood say this reflects the attitude humans have towards them.

TOP 10 OOD FACTS

1. The Ood are said to have originally come from a planet in the Horsehead Nebula.
2. They used to be brilliantly clever – apparently they shared a huge Hive Mind.
3. It has been alleged that humans accidentally killed the Hive, which left the Ood disconnected. But this may be Friends of the Ood propaganda...
4. Friends of the Ood was a charity that campaigned to have the Ood released from slavery.
5. The base computer didn't recognise the Ood as proper life-forms.
6. The Ood are surprisingly speedy on all fours.
7. There were 50 Ood stationed on Krop Tor – the planet on the edge of a black hole.
8. The Ood are known to possess astonishing cookery skills.
9. The Ood in the Sanctuary Base on Krop Tor didn't have names, they were just identified by numbers and letters.
10. The Ood are so versatile they can complete any given task with ease.


And I would have gotten away with it
if it wasn't for those
Meddling Scanners
A Delboy2k6-DCP Scan

DCP Remembers...

Dave Cockrum

